

**Claim Amendments**

1. (Currently Amended) A method for use in a client computer, the method comprising:

receiving at the client computer a media stream from a server computer in a network system, the media stream being simultaneously streamed to multiple client computers;

buffering at the client computer the received media stream;

detecting at the client computer when the media stream received from the server computer in the network system has become globally unsynchronized with a corresponding media stream being streamed to another client computer, the media stream being globally unsynchronized when the media in the buffer is greater than the first amount or is less than a second amount; and

altering at the client computer a presentation timeline of the media stream in order to resynchronize the media stream.

2. (Original) A method as recited in claim 1, wherein the altering includes altering the media stream.

3. (Original) A method as recited in claim 1, wherein the altering comprises compressing a presentation timeline of the media stream.

4. (Original) A method as recited in claim 1, wherein the altering comprises increasing the speed at which the media stream is rendered.

5. (Original) A method as recited in claim 1, wherein the altering comprises omitting selected frames from the media stream.

6. (Original) A method as recited in claim 1, wherein the altering comprises using time-scale-modification to remove data from or add data to the media stream.

7. (Original) A method as recited in claim 1, wherein the altering comprises jumping ahead to a later presentation time.

8. (Original) A method as recited in claim 1, wherein the altering comprises pausing the presentation of the media stream.

9. (Original) A method as recited in claim 1, further comprising:  
storing at least a portion of the media stream in a data buffer; and  
wherein the detecting comprises comparing the amount of data stored in the data buffer with a threshold.

10. (Original) A method as recited in claim 1, further comprising:  
detecting when the media stream has been globally resynchronized; and  
altering the presentation of the media stream when the media stream has been globally resynchronized.

11. (Original) A method as recited in claim 10, wherein the altering of the presentation timeline of the media stream when the media stream has been globally resynchronized comprises altering the presentation timeline to be the same as it was when the media stream was globally unsynchronized.

12. (Original) A computer-readable memory which directs the client computer to perform the steps of the method as recited in claim 1.

13. (Currently amended) An apparatus for use in a network system, the apparatus comprising:

a receiving component to receive a plurality of media streams from a server computer in the network system;

buffers for storing the media streams;

a synchronizing component, coupled to the ~~buffers~~receiving component, to determine if the plurality of media streams have become globally

unsynchronized, a media stream being globally unsynchronized when the media in a buffer is greater than a first amount or less than a second amount; and

a timeline modification component, coupled to the synchronizing component, to alter the presentation timeline of at least one of the media streams if the plurality of media streams become globally unsynchronized.

14. (Original) An apparatus as recited in claim 13, wherein the timeline modification component is to alter the timeline of the at least one media stream by compressing the timeline.

15. (Original) An apparatus as recited in claim 13, wherein the timeline modification component is to alter the timeline of the at least one media stream by omitting selected frames from the media stream.

16. (Original) An apparatus as recited in claim 13, wherein the timeline modification component is to alter the timeline of the at least one media stream by using time-scale-modification to remove data from or add data to the media stream.

17. (Currently amended) A computer-readable storage medium containing a program for resynchronizing a media stream, the program having instructions that are executable by a network client to perform steps comprising:

receiving, from a server computer in the network, at the network client, a composite media stream including a plurality of media streams;

detecting, at the network client, when the plurality of media streams have become globally unsynchronized; and

altering, at the network client, a timeline of at least one of the media streams in order to resynchronize the media streams.

18. (Original) A computer-readable storage medium as recited in claim 17, wherein the detecting comprises comparing current presentation times of the plurality

of media streams to one another, and wherein the altering comprises altering the media stream of the plurality of media streams having a presentation time that is lagging behind the presentation times of one or more of the other media streams.

19. (Original) A computer-readable storage medium as recited in claim 17, wherein the detecting comprises comparing current presentation times of the plurality of media streams to one another, and wherein the altering comprises altering the media stream of the plurality of media streams having a presentation time that is ahead of the presentation times of one or more of the other media streams.

20. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises altering each media stream of the plurality of media streams.

21. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises compressing the timeline of the at least one media stream.

22. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises increasing the speed at which the at least one media stream is rendered.

23. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises omitting selected frames from the at least one media stream.

24. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises using time-scale-modification to remove data from the media stream.

25. (Original) A computer-readable storage medium as recited in claim 17, the program having instructions that are executable by the network client to further perform steps comprising:

detecting when the media streams have been resynchronized; and  
altering the timeline of the at least one media stream when the media streams have been resynchronized.

26. (Original) A computer-readable storage medium as recited in claim 25, wherein the step of altering the timeline of the at least one media stream when the media streams have been resynchronized comprises altering the timeline to be the same as it was when the at least one media stream was globally unsynchronized.

27-37. (Cancelled)

38. (Currently amended) A networked client/server system comprising:

a network server;

a plurality of network clients that communicate with the network server over a data communications network;

a plurality of composite media streams available from the network server, each composite media stream comprising a plurality of individual media streams that can be rendered by the network clients to produce different types of user-perceivable media; and

the network clients each including a synchronizing component to determine if one of the individual media streams is out of synchronization with a corresponding media stream at another of the plurality of network clients, and a timeline modification component at the network client to alter the timeline of an individual media stream when it is out of synchronization.

39-42. (Cancelled)